

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for user input, the method comprising:
receiving a user input, wherein the user input includes a gesture that represents a plurality of characters and wherein a shape of the gesture is related to positions of the plurality of characters within a keyboard layout;
identifying ~~the plurality~~ a string of characters associated with the gesture; and
providing the identified string as text input.
2. (Original) The method of claim 1, wherein identifying a string associated with the gesture includes performing pattern recognition on the gesture.
3. (Original) The method of claim 1, wherein identifying a string associated with the gesture includes:
identifying a starting position; and
recording a character based on the starting position with respect to the keyboard layout.
4. (Original) The method of claim 1, wherein identifying a string associated with the gesture includes:
identifying a change of direction; and
recording a character based on a position of the change of direction with respect to the keyboard layout.
5. (Currently Amended) A method for user input, the method comprising:
receiving a user input, wherein the user input includes a gesture that represents a plurality of
characters and wherein a shape of the gesture is related to positions of the plurality of characters within a
keyboard layout;
identifying a string of characters associated with the gesture ~~The method of claim 1~~, wherein
identifying a string associated with the gesture includes:
identifying a sub-gesture; and
providing the identified string as text input.

6. (Original) The method of claim 5, wherein the sub-gesture indicates a double letter.
7. (Original) The method of claim 5, wherein identifying a string associated with the gesture further includes:
recording a character based on a position of the sub-gesture with respect to the keyboard layout.
8. (Original) The method of claim 1, further comprising:
performing a spell check on the identified string.
9. (Currently Amended) A method for user input, the method comprising:
receiving a user input, wherein the user input includes a gesture that represents a plurality of
characters and wherein a shape of the gesture is related to positions of the plurality of characters within a
keyboard layout;
identifying a string of characters associated with the gesture;
providing the identified string as text input; and
performing a spell check on the identified string ~~The method of claim 8~~, wherein performing a
spell check on the identified string includes:
looking up the identified string in a dictionary;
determining whether the identified string exists in the dictionary; and
responsive to the identified string existing in the dictionary, accepting the identified
string as input.
10. (Original) The method of claim 9, wherein performing a spell check on the identified string
further includes:
responsive to the identified string not existing in the dictionary, identifying a substitute string in
the dictionary for the identified string; and
accepting the substitute string as input
11. (Original) The method of claim 1, wherein providing the identified string as input includes
providing the identified string to an application.

12. (Original) An apparatus for user input, the apparatus comprising:
receipt means for receiving a user input, wherein the user input includes a gesture that represents a plurality of characters and wherein a shape of the gesture is related to positions of the plurality of characters within a keyboard layout;
identification means for identifying a string of characters associated with the gesture; and
providing means for providing the identified string as text input.
13. (Original) The apparatus of claim 12, wherein the identification means includes means for performing pattern recognition on the gesture.
14. (Original) The apparatus of claim 12, wherein the identification means includes:
means for identifying a starting position; and
means for recording a character based on the starting position with respect to the keyboard layout.
15. (Currently Amended) An apparatus for user input, the apparatus comprising:
receipt means for receiving a user input, wherein the user input includes a gesture that represents a plurality of characters and wherein a shape of the gesture is related to positions of the plurality of characters within a keyboard layout;
identification means for identifying a string of characters associated with the gesture ~~The apparatus of claim 12,~~ wherein the identification means includes:
means for identifying a change of direction; and
means for recording a character based on a position of the change of direction with respect to the keyboard layout; and
providing means for providing the identified string as text input.
16. (Currently Amended) An apparatus for user input, the apparatus comprising:
receipt means for receiving a user input, wherein the user input includes a gesture that represents a plurality of characters and wherein a shape of the gesture is related to positions of the plurality of characters within a keyboard layout;
identification means for identifying a string of characters associated with the gesture ~~The apparatus of claim 12,~~ wherein the identification means includes:
means for identifying a sub-gesture.
17. (Original) The apparatus of claim 16, wherein the sub-gesture indicates a double letter.

18. (Original) The apparatus of claim 16, wherein the identification means further includes:
means for recording a character based on a position of the sub-gesture with respect to the
keyboard layout.
19. (Original) The apparatus of claim 12, further comprising:
means for performing a spell check on the identified string.
20. (Original) A computer program product for user input, the computer program product
comprising:
instructions for receiving a user input, wherein the user input includes a gesture that represents a
plurality of characters and wherein a shape of the gesture is related to positions of the plurality of
characters within a keyboard layout;
instructions for identifying a string of characters associated with the gesture; and
instructions for providing the identified string as text input.
21. (New) The method of claim 1, wherein the gesture maintains a contact with a touch sensitive
device while moving to each of the positions of the plurality of characters corresponding to the keyboard
layout.